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LEAVE

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Sub
SC3

1. (Twice Amended) A personal smart pointer device capable of interfacing with a computer device for enabling a user to interface with an application executing on said computer device, said pointer device comprising:

a memory storage device for enabling storage of personalized user preferences relating to user customized aspects of said application executing on a first computer device;

a control mechanism for controlling transfer of said personalized user preferences from said first computer device to said memory storage device for storage therein when said pointer device is interfaced with said first computer device; and

a mechanism for interfacing with a second computer device, and in response to entering a same user application executing on said second computing device, said control mechanism further initiating transfer of said personalized user preferences from said memory storage device to said same application for altering said user application in accordance with said user customized aspects, wherein said pointer device is transportable for transferring user customized aspects of many user applications of a first computer device to subsequent personalized use of same applications executing on second computer devices.

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SC3

16. (Twice Amended) A method for customizing software applications in computing devices via a mouse device, said method comprising:

a) receiving personalized data relating to customized aspects of a user application capable of executing in a first computing device;

b) storing said personalized data in a memory storage device provided in said mouse device;

3

c) subsequently transferring said stored personalized data to a like user application capable of executing in a second computing device; and,

d) altering said like user application executing in said second computing device in accordance with said customized aspects, wherein said mouse device is transportable for transferring user customized aspects of many user applications of first computing devices to facilitate use of like applications in second computing devices.

Sub C3

22. (Twice Amended) A program storage device readable by a machine, tangibly embodying a program of instructions executable by the machine to perform method steps for customizing software applications executing in computing devices, said method steps including the steps of:

a) receiving personalized data relating to customized aspects of a user application capable of executing in a first computing device;

b) storing said personalized data in a memory storage device provided in a mouse device;

3

c) subsequently transferring said stored personalized data to a like user application capable of executing in a second computing device; and,

d) altering said like user application executing in said second computing device in accordance with said customized aspects, wherein said mouse device is transportable for transferring user customized aspects of many user applications of first computing devices to facilitate use of like applications in second computing devices.